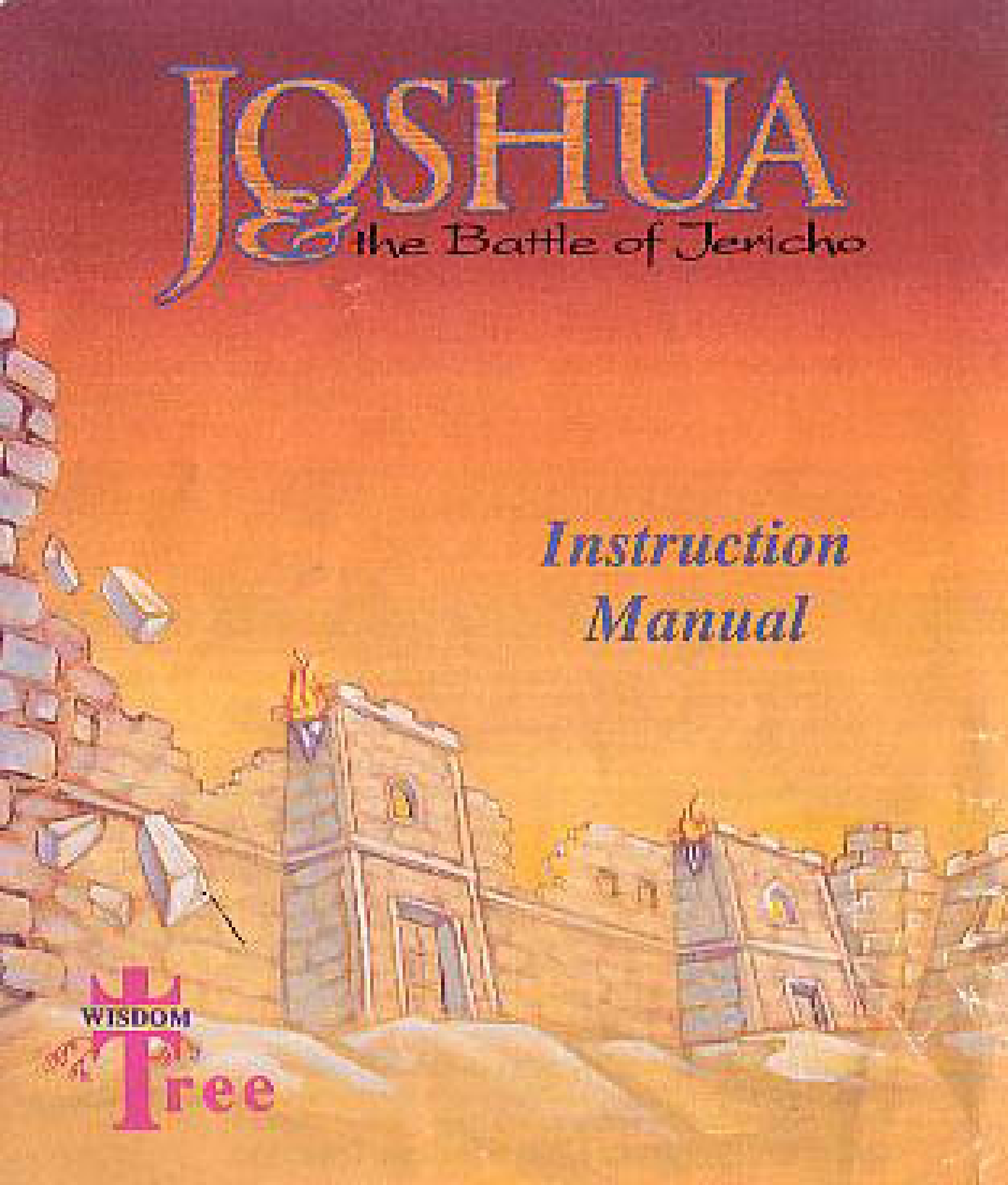
JOSHUA

the Battle of Jericho

Instruction Manual



WISDOM Tree

The Adventures of Joshua

Welcome to the many adventures of **Joshua and the Battle of Jericho**, the inspiring follow-up to **Exodus**. This time around you play Joshua as you courageously and skillfully battle your way through over 100 timed levels of puzzle-driven action. And each level has a four-letter code so you can save your progress. Hittites, Enemy Kings and Amorite Soldiers are all out to get you, but with your Mighty Trumpet, the Armor of God and the Ark of the Covenant, you will triumph! To enhance the excitement, we've included digitized speech & sound effects, secret bonus exits & levels, and exciting new powers like God Speed, Louder Trumpets & the Breath of God. Whether you've played **Exodus** or not, we know you'll enjoy this challenging game, and we've also included 250 Bible questions that will completely educate you on the book of Joshua. Get ready to have fun!

"There shall not any man be able to stand before thee all the days of thy life: as I was with Moses, so I will be with thee: I will not fail thee, nor forsake thee.

Be strong and of a good courage: for unto this people shalt thou divide for an inheritance the land, which I sware unto their fathers to give them."

Joshua 1:5,6

Object of the Game

Your goal as Joshua is to see how many levels you can complete (while racking up as many points as you can) before running out of chances. To complete a level, three things are required:

1) Collect the 5 Questions.

2) Fulfill the Lord's Object Quota (Iron, Brass, Silver & Gold).

3) Find the Exit.

This may seem simple, but there are many obstacles and enemies trying to prevent you from completing your task. Some levels require fighting skills, others require intricate planning and puzzle solving, and still others require great speed.

After each level, you will be asked 5 questions dealing with the book of Joshua. After answering all 5, it's on to the next level. After every 5 levels, you will be presented with a reward screen relating to the questions you've answered.

The Controls

Use the JOYPAD to move Joshua in any of 8 directions. The A BUTTON toots Joshua's Trumpet. If you hold the A BUTTON down, the Trumpet toots repeatedly. Pressing the B BUTTON allows Joshua to drop a Ram's Horn (you can only drop Ram's Horns if you have them. The Status Bar shows your inventory). To pause and unpause the game, press START. To start the level over, press START & SELECT simultaneously.

Let's Begin!

From the Title Screen, push the JOYPAD up or down to select 1 or 2 players and press START. You are now on the first Help Screen. To see more Help Screens, press SELECT. To begin the game, press START. This brings you to the Code Entry Screen. You will need to use these codes later to start from where you left off. For now, just press START again. This is the Level Skip Screen. From here, you can skip levels by 5 all the way to 81. But let's start at level 1. Do this by pressing START a final time.

Joshua is located on the bottom of the screen. Use your JOYPAD to move him around and press the A BUTTON to toot your trumpet. The Toots (notes) that come out are used for clearing paths and removing Hittite Citizens. Clear a path in the big box on the left and collect all the Brass as well as the Question. Then enter the other box from the bottom and collect all the silver. Run all the way up the line of silver coins. Do not hesitate or a Piece of Jericho Wall may fall on you. Now toot your trumpet (press the A BUTTON) at the Pieces of Jericho Wall and collect the question in the lower right. Next, go right and collect the Iron. Don't be frightened by the Hittite Citizens. They are stuck in patterns going in circles. Three Toots will take care of them. Make sure you don't get close enough to touch them, though. Toot away the other Pieces of Jericho Wall and you will find the other Questions.

Once you have collected all 5 questions and you have met the Lord's Objects Quota (a quick glance at the Status Bar shows your current standing), the screen will flash three times. This means the Exit is open. On level 1, it is in the top right corner. Walk into the Exit and your first level is done!

When playing **Joshua**, hands-on experience is the best way to learn. However, before you get too ambitious, take some time and introduce yourself to the objects, enemies and prizes found in the game.

Note: Pressing START & SELECT at the same time allows you to start the level over.

The Objects

Trumpet Toot: This is what Joshua tools when you press the A BUTTON.

Ram's Horn: : Dropped by Joshua when the B BUTTON is pressed. Blasts a 3 by 3 region about 4 seconds after being dropped. Toots and other blasts will set it off early. Make sure you are not in the radius of the blast! Note: Joshua can only drop a Ram's Horn if he has picked some up (see PRIZES). To see if there are any in stock, look at the middle of the Status Bar.

Lord's Objects: Collect enough of the Lord's Objects to meet the quota. The Lord's Objects also crush enemies.

Iron: Worth 1 unit.

Brass: Worth 3 units.

Silver: Worth 5 units.

Gold: Worth 10 units.

Israelite Discontent: Removed by 1 Toot or 1 Ram's Horn/ Foreign Idol.

Achan's Sin: Removed by 2 Toots or 1 Ram's Horn/Foreign Idol.

Piece of Jericho Wall: Removed by 3 Toots or 1 Ram's Horn/Foreign Idol. Responds to gravity & will crush enemies. Can be pushed.

Piece of Jericho City: Removed only by 2 Ram's Horns/Foreign Idols. Responds to gravity & will crush enemies. Can be pushed.

Boundaries of Enemy Cities: Cannot be destroyed. Respond to gravity & will crush enemies. Can be pushed. Will also crush Lord's Objects.

Inheritance Boundaries: Cannot be moved or destroyed.

Temporary Boundaries: Look like Inheritance Boundaries but can be removed with 1 Toot. Cannot be moved.

Foreign Temples: Cannot be moved. Destroyed by 3 Ram's Horns/Foreign Idols. Don't Touch! Unless you are under the protection of the Ark of the Covenant or can reach it within 6 seconds, Joshua will have to start the level over. Reflects Tools.

Lord's Hall: Same as Foreign Temples but responds to gravity & will crush enemies.

Foreign Idols: If hit with Toot, Foreign Idol will blast a 3 by 3 region similar to the Ram's Horn. Also triggered by other Foreign Idol or Ram's Horn blasts. Responds to gravity and will crush. Can be pushed.

Plotting Gibeonites: Turn into Laboring Gibeonite with 1 Toot. Removed by 1 Ram's Horn/Foreign Idol. You can spy (walk) through this territory with Rahab's Help.

Joshua Evaluation Sheet

Please rate the following:

	Excellent		Fair		Poor
Entertainment	A	B	C	D	F
Education	A	B	C	D	F
Biblical Accuracy	A	B	C	D	F
Challenge	A	B	C	D	F
Graphics	A	B	C	D	F
Sound	A	B	C	D	F

How did you find out about *Joshua*?

Magazine Radio Newspaper Television Church Sunday School

Youth Group Bookstore Friend Other: _____

When did you purchase *Joshua*? _____/_____/_____

What did you like most about *Joshua*? _____

_____

What did you like least about *Joshua*? _____

_____

What suggestions do you have for a Wisdom Tree video game? _____

_____

_____

Would you buy another Wisdom Tree video game? Yes _____ No _____
If not, why? _____

_____

_____

What other game systems do you own? Game Boy® Super NES® IBM/PC® Macintosh® Atari® Sega Genesis™ TurboGrafx™ Lynx™ Game Gear™
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_____ Please check here if you would like to receive more information on Wisdom Tree's line of video games based on the Bible. Please write us with your comments and suggestions. _____

_____

_____

_____

Send to: Wisdom Tree, Inc.
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Laboring Gibeonites: 1 Ram's Horn/Foreign Idol turns this into Iron.

Lingering Canaanites: Removed by 1 Ram's Horn/Foreign Idol. You can spy (walk) through this territory with Rahab's Help.

The Enemies

Hittite Citizen: Stopped by 3 Toots (100 points), 1 Ram's Horn/Foreign Idol (200 points), or a falling object (400 points). After being hit by the first Toot, he becomes angry and speeds up.

Enemy King: Stopped by 2 Ram's Horns/Foreign Idols (500 points) or a falling object (1000 points).

Amorite Soldier: Stopped only by a falling object (2000 points).

Balaam the Soothsayer: Stopped by 3 Ram's Horns/Foreign Idols (1500 points) or a falling object (3000 points).

Lying Gibeonite: Stopped by 1 Ram's Horn/Foreign Idol (400 points) or a falling object (800 points). Pauses if hit by Toot.

Stubborn Gezerite: Stopped by 1 Ram's Horn/Foreign Idol (500 points) or a falling object (1000 points). If hit by a Toot, he becomes angry and speeds up.

Enemy Goat: Remains still until you cross his path. Removed by 1 Ram's Horn/Foreign Idol or a falling object (1000 points).

Doubting God's Plan: This remains invisible until you cross it. You are then held temporarily still for about 4 seconds.

The Prizes

Bible: 10 Bibles = 1 Extra Joshua play, collect Bibles hidden on levels. You also receive 1 Bible for each question you answer correctly.

Joshua Question: You must collect all 5 questions in order for the Exit to appear.

Ark of the Covenant: 20 second protection/remedy against contact with Foreign Temples and Lord's Hail.

Levite Trumpeter: Allows you to blow more Toots at once. Joshua can have up to four Toots going at once.

The Lord's Direction: Each time you pick this up, your Toots travel farther. When Joshua has to start over, you lose all your previous Toot power .

1 Ram's Horns: Adds 1 Ram's Horn to Joshua's stock.

3 Ram's Horns: Adds 3 Ram's Horns to Joshua's stock.

10 Ram's Horns: Adds 10 Ram's Horns to Joshua's stock.

The next 8 prizes are all timed. When picked up, music plays and the prize icon appears on the Status Bar. The icon flashes when ending.

The Lord's Favor: Joshua will be unharmed by enemies for about 20 seconds.

Armor of God: Joshua receives protection from blasts caused by Foreign Idols and Ram's Horns. Lasts 20 seconds.

Freeze Timer: The timer is stopped for 20 seconds.

God Speed: Joshua moves around at twice the speed! Lasts 20 seconds.

Louder Trumpet: Allows Toots to continue clearing a path. Hittites, Achan's Sin & Pieces of Jericho Wall only take 1 Toot to remove! Build up your Toot power (by picking up as many Lord's Direction and Levite Trumpeters as you can find) and this prize becomes very useful. Lasts 20 seconds.

Shovel: Very Powerful! Lets Joshua shovel through virtually all objects. Only lasts 10 seconds.

Breath of God: All enemies stop moving for 20 seconds. Joshua can safely remove or pass through them at this time.

Rahab's Help: With the assistance of Rahab, you can spy (walk) through both Gibeonite and Canaanite territory for 20 seconds.

Exit Square: Your goal is to get Joshua here, but the Exit Square only appears when both the Question quota and the Lord's Object quota are met. On more difficult levels, the Exit Square is hidden.

Bonus Exit Square: This is the passageway to a Bonus Level! Only 20 of the 100 levels have Bonus Exits and they are hidden very well. The Bonus Exit Square appears in addition to the normal Exit Square, which means the quotas must be met before you can find it.

Note: On some levels, you'll notice that when Joshua toots Temporary Boundaries or Israelite Discontent, they go away only for a moment. These squares are used as doors. By tooting, Joshua can freely go through the door, but the enemies cannot. Demo to watch: 38.

THE QUESTIONS

At the end of every level, 5 multiple-choice questions relating to the book of Joshua await you. The questions are generally in chronological order except for a few harder ones on the higher levels that delve into other books relating to Joshua (hints are provided). For each correct answer, you receive a Bible. For every 10 bibles, Joshua receives another chance to play. The more chances Joshua has to play, the higher score you can achieve.

THE FINAL 50

You may have noticed that levels 51-100 look similar to levels 1-50. The similarity ends there. Not only are the levels reversed, but in most cases, the enemies, prizes and exits are relocated. The time limits and quotas have also been altered. Great care and planning went into making reversed levels play and feel differently than the originals, so different strategies are often required.

DEMOS

If you stay on the Title Screen and don't press any buttons on the controller, the game will go into "Demo" mode. Eight levels are automatically played to show you different features and strategies. If you don't touch the controller, the game will eventually demonstrate all of the following levels: 29, 31, 38, 44, 48, 75, 86 & 93. These demos become important when learning Joshua's strategies.

Strategies

The key to any game is to learn different strategies and apply them when necessary. The following is a starter list of some of the more important strategies and playing techniques. Note: in this section, the word "object" refers to falling objects: Piece of Jericho Wall, Piece of Jericho City, Boundaries of Enemy Cities, Lord's Hail, Lord's Objects & Foreign Idols.

More Points This Way... Most enemies can be removed with Tools or Trumpets, but ALL enemies can be removed by pushing an object onto or into them. You also get a lot more points this way. Demos to watch: 38, 86, & 93.

So There is a Pattern... All walking enemies (Hittites, Kings, Amorites & Balaam) have predictable patterns. They all follow the edge of something in either a clockwise or a counter-clockwise fashion. They do not walk into open black screen areas. They always cling to an edge. However if you disturb their path (by tooling away Discontent or Sin they were clinging to), they will walk straight until they find another "wall" to follow. If you pay attention to what pattern they follow, it makes it easier to avoid them or trap them...

Skills of a Trapper... One way to get walking enemies out of your way is to fool them into circling an area over and over. There is no clear way to describe the art of trapping enemies, so to make things much simpler, watch demo 75.

Use Your Strength! If you are directly under or to the side of an object BEFORE it starts moving, it will not fall on you. This is a very important strategy that can be used on any level. Demos to watch: 29 & 48.

Drop Your Horns Wisely

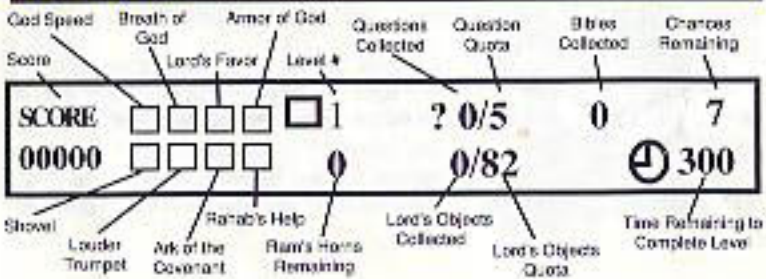
When using Ram's Horns to clear a path or turn Laboring Gibeonites objects into Iron, place them strategically. Remember, the blast from a Ram's Horn makes a 3 by 3 square. So if you have three Laboring Gibeonites objects in a row. Place a Ram's Horn in the middle of the three. That way one blast gets them all. Demo to watch: 44.

Codes & Skipping Levels

Before any level starts, a four-letter code is displayed on the screen. If you wish to stop playing and continue on that level at a later time, write down the code. When you restart the game, the first screen after the Title and Help screen is the Code Entry Screen. Use the JOYPAD to enter your code. UP & DOWN cycle through the alphabet. LEFT & RIGHT move from one position to the next. Pressing A or B registers the letter. When your code is entered correctly, press START.

If you wish to play levels you have not reached yet, the next screen that comes up allows you to skip levels in increments of five. Push UP to skip ahead and Push DOWN to skip back. When you see a level you want to play, press START, A or B.

Status Bar



IF YOUR GAME DOESN'T WORK

IF AFTER INSERTING THIS CARTRIDGE IN YOUR SYSTEM THE TV SCREEN PROCEEDS TO FLASH ON AND OFF FOR MORE THAN 9 TIMES, YOU MAY GET AN IMMEDIATE EXCHANGE BY EXERCISING THE FOLLOWING STEPS:

1. Insert cartridge in and out of the Nintendo® System several times to make sure all connections are clean.
2. If your cartridge still fails to work, then call 1 (800) 77-BIBLE in the USA, 1(800) 88-BIBLE in Canada, or 1 (714) 528-3456 for an RMA# (Return Merchandise Authorization No.). The 800 PHONE NUMBERS ARE NOT INTENDED FOR GAME TIPS. For game tips call (714) 993-6515. You will be charged $.75/min.
3. Return the cartridge in its original box, freight prepaid, with a copy of your sales receipt to the following address with the RMA# on the box, within the 90-day warranty period. **WISDOM TREE, INC.**, Customer Service, 2700 E. Imperial Hwy., Bldg. A, Brea, CA 92621

PLEASE DO NOT RETURN CARTRIDGE TO STORE

. . . where it was originally purchased. Your Nintendo® System may require a special cartridge. We will be glad to exchange your cartridge and express it to you.

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COMPLIANCE WITH FCC REGULATIONS

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REORIENT the receiving antenna.

RELOCATE the NES® with respect to the receiver.

MOVE the NES® away from the receiver.

PLUG the NES® into a different outlet so that NES® and receiver are on different circuits.

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